

UNION CHAMPIONS CUP 5v5 RULES

1. All games are 40 minutes in duration. The clock does NOT stop for any reason. There is no halftime. Philadelphia Union reserves the right to cut time off any game that starts late in order to keep the following games on schedule.
2. All divisions will play 5v5 with (4) field players, a Goalie and a maximum of 5 subs.
3. Substitutions are to be made on the fly. The game is not to be delayed while substitutions are made. Goalie changes are to be made on the fly.
4. No throw-ins, only kick-ins. All kick-ins are indirect.
5. Slide tackles and tackles from behind are prohibited.
6. Goalies may not punt, drop kick or throw the ball into the opposing team's half. Violations will result in a direct free kick from midfield. The goalie may put the ball down on the floor and play the ball as a field player into the opposing team's half. To do this, the ball must be the floor (not bouncing). Please note that the ball is considered to be in play and an opponent may block the goalie's kick.
7. A goalie may not play a ball with his hands if he receives an intentional pass from a teammate's feet. The goalie may receive a pass with his hands from a teammate that is played with anything other than his feet. Violation of these rules is a direct kick from the nearest point outside the penalty area.
8. All free kicks are direct. Defenders must be at least 5 feet away, they may not encroach within the 5 foot distance by sticking their legs out towards the ball in an attempt to block the kick. Once the defending team is 5 feet from the ball, the attacking team has six seconds to put the ball in play.
9. Goalies have a maximum of six seconds to put the ball in play. The goalie may not hold the ball any longer so that substitutions may be made.
10. If the ball hits the ceiling net the game will restart with a kick-in for the team that did not hit the ceiling net from the sideline where the ball hit.
11. 3 Points for a win, 1 point for a tie, 0 Points for a loss
12. Final standings are determined in this order: (1) Team with the most points (2) If a tie on points then head to head comes into play (3) Goal differential (GD) Example: 10 goals for, 3 goals against = GD +7
13. No offsides, corner kicks are in play, fouls in the penalty box will result in a PK.
14. Kicks off must go backwards.
15. Goal-kicks can be taken from anywhere in the box.